Subject: Chat with samantha.sterling@gmail.com
From: "samantha.sterling@gmail.com" <samantha.sterling@gmail.com>
To: barriticus@gmail.com

samantha.sterling: hey, sorry i've been mia, it's been totally crazy this past week. i definitely want to meet up
me: it's cool, I've been bizarely busy as well
samantha.sterling: the film festival thing sounds awesome
me: yeah, if I end up getting sent, might not be
samantha.sterling: covering it rolling stone, that's a big deal. it's the only magazine i actually still order and read
me: it's relatively good
me: this incredible game came out, or a new version of it did
samantha.sterling: i feel a strange sense of loyalty to it
me: Dwarf Fortress
me: read about it
samantha.sterling: sounds weird
samantha.sterling: ok
samantha.sterling: are you going to download it?
me: already did
samantha.sterling: which mode are you playing?
me: fortress
me: it's the most amazing thing ever
me: the guy who makes it is a maniac
me: first, he does it all himself
me: second, the game is probably the most detailed that ever existed
me: even though it has no graphics, it slows down even computers
samantha.sterling: wow
me: the creatures are accounted for down to their circulatory system now
me: when they fight, for instance, they can lose an eyelid
samantha.sterling: how detailed
me: fluid dynamics are there
me: material composition, melting point
me: genetics for the animals, for instance
samantha.sterling: glad you're able to enjoy some down time
me: I'm going to breed elephants
me: yeah, it's awesome
samantha.sterling: why elephants?
me: I happen to have some elephants on the map I'm playing on
me: also, it takes a great amount of time to start the game because it calculates the whole world and its history down to which old elf sliced off what giant immortal creature's finger

3,246 years ago and what his kids ended up doing
me: it calculates all of this for 11,000 years of gametime
samantha.sterling: how long does that take?
me: varies by computer, on mine it took 10 minutes
me: I've got a pretty fast little computer, too
samantha.sterling: is it going to take that long every time you start a game?
me: no, you only need to build a game map once
samantha.sterling: ah
samantha.sterling: i see
me: it's the map of the whole world you'll use, then later you just select whatever sites you want in that world
me: for your little fortress
me: and there are cities and settlements all over the world with humans and whatnot
me: and there'll all there because of whatever happened in the past 11,000 years
me: and the individual people all have certain genes for the reasons they do in real life, there's a sort of natural selection that goes on by virtue of all of this having been calculated as if it actually happened
me: there's nothing else like this at all
samantha.sterling: i believe you, it's pretty nuts
samantha.sterling: and i suppose you can play this indefinitely?
me: yep
me: the guy's going to keep programming it for years after
me: eventually, the world will proceed dynamically